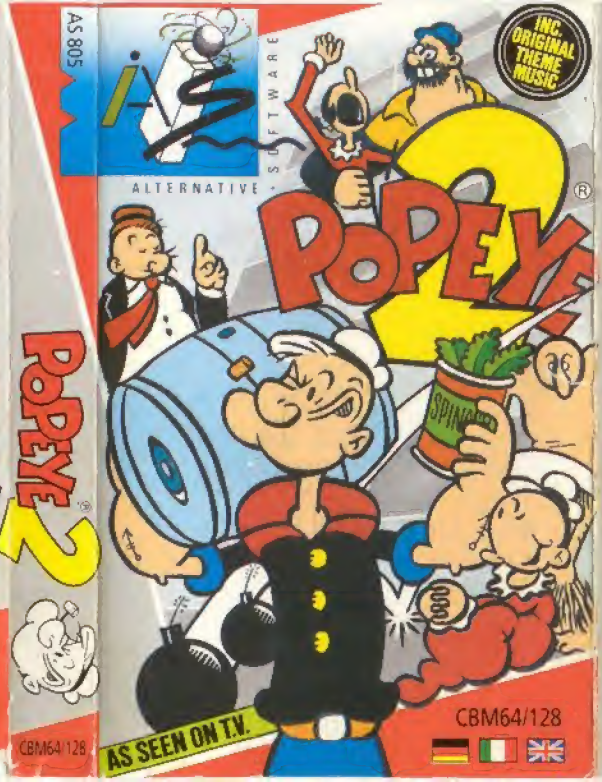


POPEYE 2

© 1990 King Features Syndicate Inc.

Popeye to the Rescue!

The Characters
Popeye, Brutus, Olive Oyl, Swee' Pea, Wimpy, Eugene the Jeep and Goons.

Dangers
Bombs, unsafe rigging, rotten rope bridges, fireballs, blowlamps, coconut throwing monkeys, bouncing springs, falling anvils, collapsing masonary and falling weights.

Features
Spinach, hamburgers, muscle power meter, bonus points feature, 'beat em up' sequences, cartoon-style animation, music and sound effects.

Locations
Shipyard, jungle, the Biff Spinach Factory and building site.

PHEW! A REAL 'MEGA' GAME.

The Gameplay
Popeye must free **Olive Oyl** who has been captured by **Brutus**, in a desperate bid to win her affection. Armed with muscle and courage, fortified with spinach, **Popeye** must persue **Brutus** through many hazardous locations, battling with numerous foes and dangers. On his way **Popeye** will meet several of his friends who will either help him or hinder him.

Wimpy: Will stop Popeye. He has lost his hamburgers. Can Popeye help him collect them all.

Swee' Pea: Is crawling dangerously close to the edge of girders, platforms etc., unaware of the drop below. Popeye must stop him quickly. (Eeek! That was close!)

Eugene the Jeep: Will help Popeye with extra points when Popeye passes him.

Bombs: Popeye must defuse these nasties, otherwise there will be an almighty explosion!

Goons: Watch out! They are spoiling for a fight, don't let them knock out Popeye's lights. Help Popeye catch the cans of spinach in order to get past.

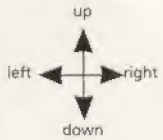
Brutus: When Popeye reaches Olive Oyl he will have to fight it out with Brutus. He will need all the spinach he can get. Be warned, Brutus is a tough cookie and doesn't fight fair, he also carries a dirty great big club!

Loading Instructions

C64
Insert rewound tape into player. Hold down SHIFT and press RUN/STOP. Start the tape.

Controls

Amstrad and CBM64/128 – Joystick only.



Fire = Jump/punch
(in fight sequences)

Scoring and lives etc.

Points are scored for defusing bombs, collecting hamburgers, collecting spinach, and rescuing Olive. If Popeye manages to rescue Olive before the 'Bonus' timer reaches zero, the Bonus amount will be added to the score.

On the score panel at the bottom of the screen, the lives are displayed as three hearts. The beating heart will gradually decrease in size until it disappears, indicating the loss of one life.

Also shown on the score panel is a box containing an arm. This will increase in size to a real 'he-man' muscular arm when Popeye is at full strength, and shrink down to weedy proportions gradually.

When Popeye is knocked down, he will become invincible for a few seconds after he has recovered. This is shown by Popeye flickering.

TRADE MARK

© 1988 King Features Syndicate, Inc.

PROGRAMMERS – If you have written a good programme for ANY home computer, send it to us now for evaluation.
SEND TO: The Evaluation Department, ALTERNATIVE SOFTWARE, Units 5-7 Baileygate Industrial Estate, Pontefract, West Yorkshire

© Alternative Software Ltd.
All rights reserved.
No part of this publication/work or name and title thereto including the appearance and get-up thereof may be reproduced stored in a retrieval system or transmitted in any form or by any means electronic mechanical photocopying recording or otherwise without either the prior written permission of the copyright holder for which application should be addressed in the first instance of Alternative Software Ltd.
TAKE NOTICE that Alternative Software Ltd. is recorded as asserting all rights of authorship in this work in accordance with the provisions of The Copyright Designs & Patents Act 1988.

AS 805